

we've got the codes that you want on the systems you have.

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number 32

GAMESHARK

MAGAZINE



HACKING TIPS

Nick takes you through
oddball hacks, like
song tracks, unlock
items and time codes



FINAL FANTASY X

Square's just dropping its epic release; everything you know about it is...

EDITOR'S NOTE

We're now 3 or 4 months into the new era of gaming, and things seem out of focus. Have you ever noticed that there's never a true end to a game system's life? I mean, yeah the Dreamcast's demise was pretty much inevitable, but there's never any justice given to the last game out for the system. They were the last numbers in a race that ended long before they were even close to reaching the finish line.

Some of the more famous fail games include the Saturn, House of the Dead, Phantasy Dragon, Sega, Magic Knight Rayearth, Burning Rangers, among others. The games were sold some of the best, showing that had the system been given just a little more time, it could have gained a bit more steam in sales. Panzer Dragoon Saga is still one of my all-time favorite games, and it's a crying shame not many people got to play it. I remember grabbing Magic Knight RayEarth in a store that didn't even have a Saturn section left.

This time around, the two final N64 games of Racer Scooter and PowerPuff Girls quietly wandered into Blockbusters and Wal-marts everywhere. Unless you worked in the industry, or were a huge N64 addict, you probably didn't notice. Like the system, the games are too little too late with nothing to really show off.

With the PlayStation, if all goes well, the system will be leaving on a high note with Black and White and Dragon Warrior 4 in 2002. Oh, and of course there will be the one often delayed Working Designs game to boot.

It's curious to speculate what the final games for the X-box and Game Cube will be 5 years from now. Gamefreaks are already going through the motions, which leaves us to wonder just what the next system will look like. How much further can we really go? Are holodecks (like the ones in Star Trek) the inevitable future of our gaming hobbies? Or worse, with the giant leaps and many courses that the industry is trying to take, will we see another gaming crash like the one experienced years ago with the Wam? Can you imagine parage sales with old dusty X-boxes?

The sad truth is that no matter how great or wonderful a system is, when its time has come, no one seems to give it a going away party, myself included! They're either packed away into a closet, left to collect dust in the entertainment unit, or loaded off to some game store or goodwill location. Before you upgrade to your next system, have a going away party for your previous one. Play the games you loved on it one more time, remember how you always thought "It can't get any better than this" each time you played the next game on it. Then, and only then, can you retire it to enjoy the next one.

After that, just repeat the process 5 years from now, when we'll think it couldn't get any better than this.

Jason Chopp
Dangerboy

MALEBOX

GameShark Magazine
335 Clubhouse Lane
Hunt Valley, Maryland 21031

Floyd writes our first letter. Try to imagine Floyd the Barber needing it. It makes it familiar. Like my of you know who Floyd the Barber is...

You never responded to my question about why do Japanese games made in Japan make the characters look American?????????

Floyd

Hi Floyd...

Floyd, Sorry I didn't answer before. Such a silly important question should have been dealt with as soon as it reached R. I apologize.

I've never played a game with characters that look like America. Maybe a gregorian game, or one of those old Oregon Trail games, still, I don't think it's a universal phenomenon.

Characters are shaped like America... -Paine

-Molly Doug

This letter comes from Trish. Sorry. Through with all her spelling caps. It's not edgy. Everyone does it. What do you do? Want to be an individual? Try correct spelling and grammar.

Hello Trish

I have a problem. I accidentally accident, say that? I'm not edgy. Everyone does it. What do you do? Want to be an individual? Try correct spelling and grammar.

the whole GameShark 2 cover again... Is there?

-Trish

Hi Trish...

Trish, The short answer is Yes. The long answer is as follows. We can't go something out there, replacement discs just on your word. If we did, we'd have a whole bunch of people who would be buying the artwork writing in to us like "Replace" or "Replace" or "Replace" or "Replace". We invite you to turn your GameShark cover and order a brand new upgrade! It's only \$20 bucks, so it's way less than buying a full replacement. You can order an upgrade (not just an upgrade, but the super cool Version 2.0 upgrade) by going to GameSharkGear.com, and clicking on the upgrade. Hope the advice gets you back on the road to being a cheerleader.

-Molly Doug

Next is a question from Mike DeMille. I wonder if he's related to Danny DeVito?

In the current G32 the #2 89 I've been waiting for version 2.0 and want to make sure that's the version I will get if I order one.

Thanks

Mike

Wow. It's kind of like the question right before it. I assume a theme!

Mike, If you pick up a G32 in stores you're not guaranteed a V2.0. However if you purchase one from our site, you'll definitely get the V2.0. To order it, follow the directions I gave to Trish.

-Molly Doug

Sweet Tifa

This month we have an exclusive illustration from Daughe Studio. Check out this sweet, sweet rendering of Tifa from Final Fantasy VII. Besides giving her a killer anime styling, he even added in some alternate views. Great job, Daughe!

Send your Drawings to:
GameShark Magazine
335 Clubhouse Lane
Hunt Valley, MD 21031-1407

dangerous designs



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Oldie Amateur Porn Starlet	Mrs. Pod
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savior reviews the game that could make or break Squaresoft.

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Harvest Moon: SM
LEGO Racers 2
Mobile Suit Gundams: Iron-Blooded Orphans
Myst: Paths To Nowhere
Sok Tactic
Tony Hawk's Pro Skater 3

GBA CODES

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Battletech: Vengeance
Cobra Vengeance
ESPN K-Games Skateboarding
Gedjet Racers
Golden Sun
Gradua: Galaxies
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Myst: Vortex Vortex Advance
Seyret: Season Of Ice

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Cubes Records
Dragon Warriors: RE
FIFA Soccer 2002: MLS
Golf: The PGA Tour
Harry Potter And The S.S.
Iggy: Open Covers Assault

GBC CODES

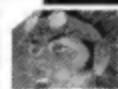
Cubes Records For Everyone
Dino Crisis
Hercules: 3
Harry Potter And The Sorcerer's Stone 2
Myst: Paths To Nowhere
Tony Hawk's Pro Skater 3

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Reviews:
DOD: Agent Under Fire (PS1)
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Planet Of The Apes (GAM)
Jewelry Neutral (GAM)
Galaxy Galaxies (GAM)
Phineas (GAM)
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Alrik's: Rise of Perseus (GAM)
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Harry Potter (PSX)

Planet Of The Apes (GAM)

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Galaxy Galaxies (GAM)

Phineas (GAM)

NFL Qb Club 2002 (GAM)

Alrik's: Rise of Perseus (GAM)

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To Hack With #1

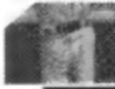
Rock has 4 different hacking tips to guide you on your way through hacking at home. Find out how to play the song you want, unlock the items you need, and other useful tricks of the trade.



signature Codes

This issue we focus on the characteristics of well-chosen items. If you have a game and play it, make them jump super high, or unlock an array of items.

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Codex's: Rant.
Codex rambles about Spring, baseball, LA, Los Angeles and some other stuff.

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INSIDE FRONT COVER
Letter from the Editor
WallTalk
Dispersed Devotions

INSIDE BACK COVER

Gamer Share: Upgrade Policy
GameShark Frequently Asked Questions

Harry Potter and the Sorcerer's Stone

By Wally Dug

Harry Potter and the Sorcerer's Stone is based on the first novel in the J.K. Rowling series. It follows Harry's adventures as a first-year student at Hogwarts Academy as he tries to discover the plot behind his parents' murder. Fortunately, Harry Potter the game manages to capture the spirit that made the book so popular and will keep you entertained for a while or two. Unfortunately, Harry Potter is unable to keep this illusion of the past alive. The game is a bit slow and lacks the depth to keep the game's story what it needs. Not knowing exactly what's coming up next in the story, I am unfortunately one of the only positive aspects of the otherwise boring game. Poor graphics, repetitive gameplay, and lackluster graphics sure up the fighter up the game.

I'm trying to be as objective as possible about the game, it's a PEGI game, and to be honest, I haven't played a PEGI game in a while. I'm not going to go into the PEGI rating, but I will say that the game is not one of the obviously too good to be true variety, that is, a game of brilliance, and everything is generally ugly. As such it's kind of clichéd, but it's still good. I can't say that I'm not interested in the game, but I'm not sure if it's good or not.

I would like to warn you about some of the graphical issues in the game. If the overall game were more majestic, but it's not. EA did a good job in creating the great castle that stands as Hogwarts, but for too much of your time is spent wandering the halls. When you do happen upon a confrontation that looks like a confrontation of this, "Find my hog," you'll be forced to move the character. Moving about is a major part of the game, but these events of button spam and mouse clicking have specific repetitions and laughter. Harry seems a bit forced to repeat the same because of these upsets is unconvincing depending on the evidence, so you really do not notice the order. If a spike is required, you simply push the A button. You don't control where it goes to land, or what effect it will have.

It seems that most of Harry's adventures are out of your control. Even basic, get-homebyclicking such as jumping are handled automatically. Walk to the edge of a platform and you jump. This would be fine, but there are a lot of jumping pixels in this game. These kinds of play elements make the game seem rushed and unpolished.

Based on EA's first attempt, I'm forced to say that the Harry Potter game will fail in its take on Star Wars. Full of potential, but nearly universally failing. Sad but true.

Jimmy Neutron

By Gregor Bay

For those not familiar with the animated series, the follows for exploring the futuristic world of Neutron. Based on a 3D engine, it's really quite a good and interesting experience. Regrettably, THQ adheres to the formula with Jimmy Neutron.

Based loosely on the movie of the series, most of our game boy is off to complete the technical gospel of the neighborhood by inventing various devices. Now, this is all fine except for two things: 1) you'll just always want to get rid of that parents? And 2) it's still when characters like him in areas?

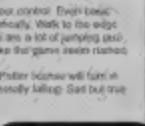
As per usual, the movie has now been reduced to a numbered collection of mixed up a game, something we've been playing for the last 10 years. The world Jimmy lives around is interesting to say the least, and the graphics are pretty much where they're the best, the environments fall into the mediocre, average, falls in the middle.

Most of the budget was spent on the license and animation, which is really nice, with some great black-and-white images. That said, the rest of the game is a lesson in lesson and that which we've already been to a library three before.

Platform: PlayStation
Genre: Adventure
Developer: EA
Publisher: EA
OVERALL RATING: 5.0
Graphics: 6.0
Sound: 7.0
Control: 5.0
Fresh Factor: 6.0
Gametime: 5.0



Platform: PlayStation
Genre: Adventure
Developer: EA
Publisher: EA
OVERALL RATING: 5.0
Graphics: 6.0
Sound: 7.0
Control: 5.0
Fresh Factor: 6.0
Gametime: 5.0



Platform: GameCube
Genre: Action
Developer: THQ
Publisher: THQ
OVERALL RATING: 4.0
Graphics: 9.0
Sound: 4.0
Control: 4.0
Fresh Factor: 3.0
Gametime: 3.0



Platform: GameCube
Genre: Action
Developer: THQ
Publisher: THQ
OVERALL RATING: 4.0
Graphics: 9.0
Sound: 7.0
Control: 9.0
Fresh Factor: 7.0
Gametime: 6.0



Planet of the Apes

By Gregor Bay

The Burton's remake of the classic Planet Of The Apes has taken off a few of the most recognizable and a platform of mixed goods. Unfortunately, Planet Of The Apes for GameCube is not the remake. The game being played is the original 1968 flick. The game is quite an interesting one, though, as the three different apes play has some fairly nice abilities. Be sure to look for the two that resemble a happy monkey couple in level three. The scariest simian, Gorilla, is neither pleasing nor offensive. The game is a bit slow, but it's a good game of strategy. There's some kind of side quest here which occurs to turn on and off at random. It takes ten fast on the B button to stop a weapon, which may not seem like much, but when there's a gorilla with a club bearing down on you it seems like forever. There's also no way to stop a weapon once it's been thrown, as the jury is still out on whether that one weapon, once it's been thrown, is equipped.

If you do an *Apes* fan, the fresh factor should be pretty high as the game isn't an instant original entry. But an armchair need to look for the missing Taylor, the mutated human's character from the first movie. You can't miss him as an armchair expert to NASA, who will tell all the monkeys they need to find him. So, important, in fact, one must wonder why he was even sent into space to begin with.

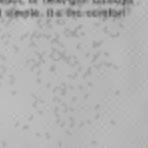
Platform: GameCube
Genre: Adventure
Developer: UBI Soft
Publisher: UBI Soft
OVERALL RATING: 5.0
Graphics: 7.0
Sound: 5.0
Control: 2.0
Fresh Factor: 7.5
Gametime: 6.0



Platform: GameCube
Genre: Action
Developer: Konami
Publisher: Konami
OVERALL RATING: 7.0
Graphics: 8.0
Sound: 7.0
Control: 9.0
Fresh Factor: 7.0
Gametime: 6.0



Platform: GameCube
Genre: Action
Developer: Konami
Publisher: Konami
OVERALL RATING: 7.0
Graphics: 8.0
Sound: 7.0
Control: 9.0
Fresh Factor: 7.0
Gametime: 6.0



PIKMIN

By Nick

Most of you have probably never heard of *Pikmin*. I'm not. But I'm willing to bet you've heard of this game. He's the man that's brought us classics like the *Super Mario* and *Legend of Zelda* series, and now he's made his mark on the *Pikmin* franchise.

Though not as epic as the aforementioned titles, *Pikmin* is an extremely unique and engrossing game experience. You play the role of Olimar, a space pilot who's shot down after being attacked by a space alien. Fortunately, you'll support enemies, who find a way to save you. Your mission is to traverse an alien world in your *Pikmin* pack of 16 red or 16 green, and do as quickly.

Just about every mission will take you to a different alien world. You'll need to collect Pikmin, gather resources, and then return them to Olimar. But once you've collected the items, you'll need to figure out what to do with them. This is where the game really shines. It's a task taking order, use them to open doors, carry sharp parts, attack vicious bugs, break through walls, or simply get to a long-forgotten part of the alien world.

The most unique thing about this game is that it's controls are extremely unique while the gameplay is quite standard. You only 50% of all the controls available by the two analog sticks and the B button. But that's not a bad thing. It's a good thing. You should try it out. You'll be surprised at how quickly you can learn the controls. The on-screen buttons are only used to control the camera, pull up the menu, and separate Pikmin into groups.

Pikmin has created yet another winner. If the addictive game isn't good for you, then the cool, multi-level and heart-warming *Pikmin*. This is a must have for Gamecube owners.

NFL QB CLUB 2002

By Nick

NFL QB Club 2002 isn't the most football game out there. It's close though, very close. Playing is not, commentary isn't very good, and there are really weird graphical bugs that occur quite frequently while playing. The quarterback challenge is the only interesting aspect of this modocro's game.

The graphics are just like *Jetpack* underneath, taking away the feeling of realism the game could have. And apparently the game is not even a real football game. It's only a quick point on a football player that makes it the closest. Increasing the challenge is absolutely unbearable. You can't take a look at your team's all-mangled players like *Streetwise* journalists on *Ripley's Believe It Or Not*. The last attempt of *Venomous* look-alike just ends up spoiling the quarterback after a play, as players in the background move into the foreground and instantly go from blurred to sharpened. There are also some really disturbing graphical anomalies. One such incident occurred when I watched any *Touchdown* during a replay and noticed that two of my main areas seemed to rotate in a physically impossible manner for no reason at all.

Overall, though, *NFL QB Club 2002* is decent, and the game's playability is very accurate. However, when physics and human normal are combined, it doesn't do anything. Ever at all. I'll attempt to reiterate this for you now. "And the ball will caught by the intended receiver." Two-second delay, don't forget to close.

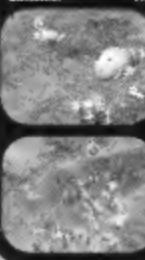
The controls are set up like every other football game. Unfortunately, when playing with a friend, each can view the play the other has selected. Other than that, incoherencies, the control set up and response is fine.

The only thing that I found exceptionally fun was the Quarterback Challenge. Being able to compete with other QBs in large projects, longest throw, and more is really quite challenging. However, the game can sometimes break and don't offer too much variety.

All in all, I'll say this one is check it out, but it really isn't worth buying.

GENE CUBE

Platform: Game Cube
Genre: Strategy
Developer: Nintendo
Publisher: Nintendo
OVERALL RATING: 8.0
Graphics: 9.0
Sound: 9.0
Control: 9.0
Fresh Factor: 5.0
Gimmick: 7.0



GAMESHARK

Platform: Game Cube
Genre: Sports
Developer: Acclaim
Publisher: Acclaim
OVERALL RATING: 4.5
Graphics: 5.0
Sound: 5.0
Control: 4.0
Fresh Factor: 4.0
Gimmick: 5.0



AZURIK: RISE OF PERATHIA

By D'Artagnan
For those of you that had this on your Gamecube last year, it's off and out for something else.

Azurik is one of the hidden treasures for the Xbox. Take into the category of "hidden" as it's not in anyone's list of its major releases. It's not in anyone's list of what will sell well this Xbox, nor will it even be flying off the shelves.

You play this like *Obey*ers who use the Amiga's a joystick, stuff that allows you to wield the four elements in your hand. Use the four buttons to control to strengthen the rods, use the fire and water to create a powerful flame blade, and more. All of these element creation can be performed on the fly in a vast world with no loading screens. The place is made up of 15 locations, 4 of which incorporate the elements of fire, water, wind, and earth. As you make your way through the game, you'll be surprised to pattern simple solidons and the usual item hacking to complete the quest.

Where *Azurik* falls short is in its presentation and interaction. The game doesn't look anywhere near *Xbox* quality, and trying to perform some simple tasks like jumping a platform or copying a rock may take several tries because our hand can't track onto them properly. While you can't see the hand, you can feel it, which gives it a certain angle or sense for some odd reason. He doesn't even jump that high, as begin with. Enemies are fairly simple, and very rarely do they ever seem like they were acting cooperatively to kill us, as the back of the box suggests.

Thankfully the game is an *Xbox* exclusive. Meaning I won't have to play it again after this review.

BATMAN VENGEANCE

By Nick
Let's face it, *Batman* games usually don't rate that well. I honestly can't remember the last decent title since the *SNES* days. Well the unfortunate streak has been brought to a welcome end with *Batman Vengeance*. Super-graphic and tons of game play make this title more than worthy of a rental or the very least.

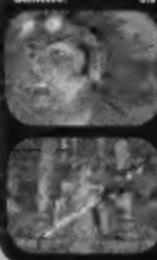
The game looks marvelous. Playing it honestly feels like you are in an *incredibles* episode of the cartoon. The graphics are raw, and the most impressive part is the way the game handles the incredible lack of clipping. Buttons look great, and all of the characters are portrayed accurately in 3D. The environments in *Batman Vengeance* are detailed, and you really get a sense that you are somewhere. Things like the massive skyscrapers in Gotham City. The only negative aspect of the game's visual presentation is that sometimes the camera angles can be pretty awkward.

The sound effects, music, and voiceovers are nice, but, All of the voiceovers by the same actor who performs them in the cartoon series. The musical scores are similar to those on the TV series as well, which is good. At character creation, the player can pick their gender and race. That gets you off to a good start. The controls aren't terrible, but the frequency of their unanticipatedness is enough to categorize them as bad. Just think of something not quite as bad as *Tomb Raider* and you've got a good game.

This game has a lot of substance. With roughly 23 levels to complete, you have plenty of playing to do. There are also a great deal of missions and choices to be selected. Overall I would have to say that this game offers enough content to warrant a rental, but for die-hard *Batman* fans, I'd say it's a good game.

XBOX

Platform: Xbox
Genre: Action
Developer: Microsoft
Publisher: Adrenium
OVERALL RATING: 5.0
Graphics: 4.0
Sound: 7.0
Control: 5.0
Fresh Factor: 5.0
Gimmick: 5.0

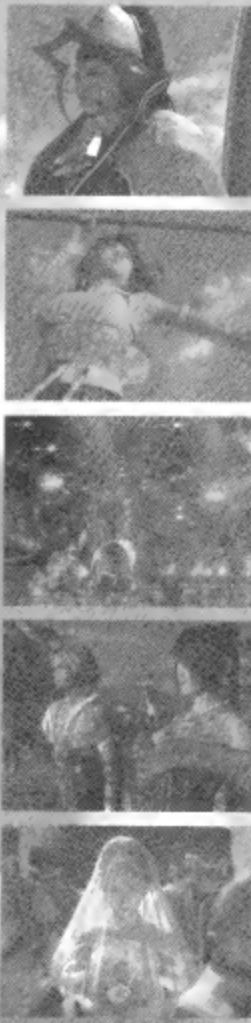


XBOX

Platform: Xbox
Genre: Action
Developer: UN Software
Publisher: UN Software
OVERALL RATING: 7.5
Graphics: 9.0
Sound: 8.0
Control: 5.0
Fresh Factor: 7.0
Gimmick: 6.0



FINAL FANTASY X



This is the single most graphically impressive console game to date, hands-down.

The next in line from Square's illustrious franchise series, *Final Fantasy X* takes the RPG to places it's never been before. In terms of story and visuals, there has never been a better crafted RPG. In fact, the hardest part of writing this review is giving the game its proper praise without spoiling any of the enjoyment of playing it.

The story is narrated by its lead character, Tidus, which is a first in the series. The game opens with him surrounded by a group of friends, gathered around a fire. He begins reflecting on the events that have directly led up to this point. He begins telling "his story," which starts with him getting ready for a game.

Tidus is (or was) a rising Blitzball star (a sport resembling a mix of rugby, soccer and basketball). You see him signing autographs and flirting with girls, but as the game starts, things are about to change drastically.

The story chronologically contained between the two scenes I've just described takes place over the course of approximately 40-50 hours of gameplay, and manages to puzzle, anger, sadden and delight. After the game's near 10 minute closing cut-scene, I turned to Dongerboy and declared, "The best story in a *Final Fantasy* yet." There may be room for debate there, but if you're looking for a story that perfectly melds with a cast of interesting and realistic characters (people, and creatures) you can actually care about, you won't be disappointed.

Also new to the FF series is a few of the battle system's quirks. It's still turn based. There are still weapon attacks, magic attacks, restorative spells and summons. What's new is the real need to use each of your party members nearly equally. The speedy Tidus can whack elusive foes while the accurate Wakka is better with arboreal monstrosities. Lulu works wonders with black magic while Yuna takes care of the white magic.

Perhaps the coolest addition to the battle system is how you incorporate all of your characters into the fray. Anyon who's played previous FFs knows how frustrating it is to need a certain character to beat a certain enemy, but there's just no way to switch now that you're in the middle of the battle. Now you can swap any party member out of or into battle at any time. It makes it simple to bring your beider in for one turn to revive a fallen character, then swap them out for your black mage and start doing damage again.

The area where *FFX* truly shines is in the visual department. This is the single most graphically impressive console game to date, hands-down. The CG cut-scenes rival those found in the FF movie (*The Spirits Within*) while the in-game graphics rival some other games' cut-

scenes. Incredibly detailed characters, environments and realistic interactions with the game environment help to keep a smooth flow to the action. And while the major animations are jaw-dropping, the summon spells had me nearly flooding my cube with drool.

Of course crafting a pedestal, and *FFX* does have its share. Most notably is the task variety in enemies early on. Through the first half of your quest you'll notice a lot of the same enemies popping up in different areas, only with new coloring and element base. Luckily this does die-down with a plethora of new enemies showing up towards the end.

Some games may also be a little perturbed by the high cut-scene to gameplay ratio. There is a ton of story contained in the game, and you will be spending a lot of time watching rather than playing. There also aren't a whole lot of mini-games, and the one major mini-game (*Blitzball*) needs to be broken quite a bit to be anything worth spending a ton of time with. There are a healthy amount of side quests, though, if you need a distraction from the main quest.

Ultimately, I can't imagine a single RPG or FF fan not thoroughly enjoying this game. Even if you're not into RPG's this is one game worth playing through just to enjoy the story.

- savior



Since we have 100s of codes for the game in the back, but how about some of the really cool ones right now?

(M) Must Be On

0E5C7DF2 168E6B33
0000-194E447007

100% HP/MP. You will have 100% health & MP.

(H) Random Battle

1C28A089 F81-CFEEFF

Feline-Super HP

1C28E5F5 F81-CFEEFF

Feline-Super MP

209E E14F FCF7 E

All Element Fully Translucent

0C141E89 F81-CFEEFF

Infinite GP

0C0E821F F81-CFEEFF

Final Fantasy Win

1C2A E14F FCF7 E

1C1A E14F FCF7 E

1C2A E14F FCF7 E

Normal Overdrives

3728CE10F-F81-CFEEFF
3728CE10F-F81-CFEEFF
3C2A 201E-F81-CFEEFF

Everyone-Super HP/MP

3C2A 201E-F81-CFEEFF

None In Party

1C28E3A3 F81-CFEEFF

None In Party

1C28E5F5 F81-CFEEFF

Obtain Cloudy Mirror

Close outside of Raeflum Temple, follow the path to the left side of the building. Take a look at the sphere on the ground. Now head to the other side of the building and examine the shadow. Choose to race. If you can beat the other shadow to the center of the racetrack, you'll win the Cloudy Mirror.

Enhance Cloudy Mirror (Obtain Celestial Mirror)

Go to Macaria Woods - South. Here you will find a boy and his mother waiting for her husband. Go along the path to the right of them. On the next screen, follow the North path. Talk to the man here to find out that his/her husband and tell him that they're walking elsewhere. Go back to the woman and talk to them to find out that now the boy's missing. Go up the sparkling, translucent path on the left. Follow the path 'til it splits, and then go to the left. You'll find the boy here, and when you talk to him, you'll get the opportunity to enhance your mirror and sum it into the Celestial Mirror.

FFX CHEATS

Find Remnent Temple

In the Calm Lands you will find a main location you can get a cheetoo from: Do this, and head to the Synthesis point South and East. You'll see a yellow chocoobo leather on the ground. Press the X button when you're near it to jump over the broken bridge. Follow the path to find Remnent Temple.

Get Bonus Items 1

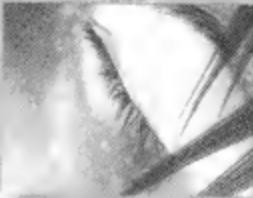
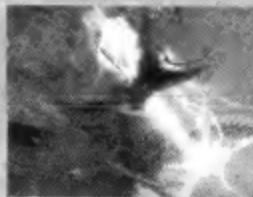
Return to the Cloister of Trials in Macalania and go to the room of the Fayth. A woman Fayth will talk and give you a Magic Sphere. There will also be two treasure chests in the room.

Get Bonus Items 2

Return to the Cloister of Trials in Macalania and go to the room of the Fayth. A woman Fayth will talk and give you a Magic Sphere. There will also be two treasure chests in the room.

Obtain Rusty Sword

Go through the Northeast exit of the Calm Lands. Go over the first bridge, and then down and under the second. Follow the path around and you will come to a sealer practicing. Near him is the Rusty Sword, planted in the ground.



Welcome to the latest installment of Signature Codes! This month we figured we'd be a bit goofy with the special codes, and show you the true power of the GameShark. Ever wanted to just shut down your enemies and have a field day on their helpless selves? What about showing off your Jedi Mind tricks and making various thorn branches float around you? I bet you'd love to make Laura fly around like she was Super Girl. This issue's codes will let you do just that. Enjoy!



PlayStation 2

Dynasty Warriors 3

All Characters

(M) Must Be On

0E3C7DF21645EBB3
0C0C4C1FF88C8A6B

All Characters

3C298F2BFFFFFFF
3C298F2FFFFFFF
3C298F33FFFFFFF
3C298F37FFFFFFF
3C298F3BFFFFFFF
3C298F3FFFFFFFF
3C298F43FFFFFFF
3C298F47FFFFFFF
3C298F4BFFFFFFF

A room full of nasty warors.

Donald Duck: Going Quakers

Infinite Jumps

(M) Must Be On

ECB8DD4C 14330BA8

Infinite Jumps

0CE2C0F0 14564C21
4CE2C0F0 14564C79
0CE2DB10 14567C21
4CE2DB10 14567C79

Ducks should fly right? They should at least be able to jump high. With this code, Donald can jump as high as he wants. Give that duck his true wings.

PlayStation

Tales Of Destiny 2

Always Giant Characters or Always Small Characters

Always Giant Characters
801329f66500

Always Small Characters

8D1329f60100

Must be seen to be believed.

Game Boy Advance

Star Wars: Jedi Power Battles

Play As Darth Maul

Must Be On [M]
EB721AD16842148B
B9973D65C8850165

Play As Darth Maul
F3510DF73B93BF66

Now you can be the coolest character in Episode 1!

PowerPuff Girls: Mojo Jojo A-Go-Go

Select Your Story

Must Be On [M]
8F9882AB39E6F885
BB837644721AA089

Choose Your Story
FBA6AB9A0C5E2137

In other words, you choose any level you want!

Dreamcast

Crazy Taxi 2

Super Brake Press A

[M] Must Be First
9C5D88FB

Super Break Press A
9D2E1FE82D704E1E
64DDEE3400000000

[M] Must Be Last
245EECA9

Now we're talking serious stoppage.

Jet Grind Radio

All Characters

All Characters
86D2CF33E070D041
E050706100000000

Now you can bust some paint spray moves with anyone you choose.

1



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am interact.

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